

Name

Archetype

Portrait

Gender

Age

Height

Weight

Eyes

Hair

Physical Description

**Click To Insert Character Portrait**

Personality and Background

Note: Image will scale proportionately. Exact size of image field is 2.67" (W) x 3.46" (H)

### Attributes

|                      |                      |                      |                      |
|----------------------|----------------------|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| STR                  | DEX                  | PER                  | CHA                  |
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| CON                  | SPD                  | INT                  | WIL                  |
| <input type="text"/> | <input type="text"/> | <input type="text"/> |                      |
| CR                   | MR                   | Hit Points           |                      |

### Skills

| Skill Name | LVL | ATTR | RTG |
|------------|-----|------|-----|
|------------|-----|------|-----|

### Languages

| Language | LVL | RTG |
|----------|-----|-----|
|----------|-----|-----|

Hit Point Damage

Subdual Damage

Spell Penalty

Other Modifiers

### Special Abilities

| Ability | LVL | RTG |
|---------|-----|-----|
|---------|-----|-----|

|            |          |
|------------|----------|
| 0 or Less  | Mishap   |
| 1 - 5      | Failure  |
| 6 - 10     | Partial  |
| 10-19      | Success  |
| 20 or More | Critical |

Order

Order

Order

Order

Physical Components

Physical Components

Physical Components

Physical Components

Advantages

Advantages

Advantages

Advantages

Limitations

Limitations

Limitations

Limitations

| Mode      | LVL | ATTR | RTG |
|-----------|-----|------|-----|
| Alter     |     |      |     |
| Attack    |     |      |     |
| Conjure   |     |      |     |
| Defend    |     |      |     |
| Heal      |     |      |     |
| Illusion  |     |      |     |
| Influence |     |      |     |
| Move      |     |      |     |
| Reveal    |     |      |     |
| Summon    |     |      |     |
| Transform |     |      |     |
| Ward      |     |      |     |
| Enchant   |     |      |     |

| Mode      | LVL | ATTR | RTG |
|-----------|-----|------|-----|
| Alter     |     |      |     |
| Attack    |     |      |     |
| Conjure   |     |      |     |
| Defend    |     |      |     |
| Heal      |     |      |     |
| Illusion  |     |      |     |
| Influence |     |      |     |
| Move      |     |      |     |
| Reveal    |     |      |     |
| Summon    |     |      |     |
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| Conjure   |     |      |     |
| Defend    |     |      |     |
| Heal      |     |      |     |
| Illusion  |     |      |     |
| Influence |     |      |     |
| Move      |     |      |     |
| Reveal    |     |      |     |
| Summon    |     |      |     |
| Transform |     |      |     |
| Ward      |     |      |     |
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| Mode      | LVL | ATTR | RTG |
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| Alter     |     |      |     |
| Attack    |     |      |     |
| Conjure   |     |      |     |
| Defend    |     |      |     |
| Heal      |     |      |     |
| Illusion  |     |      |     |
| Influence |     |      |     |
| Move      |     |      |     |
| Reveal    |     |      |     |
| Summon    |     |      |     |
| Transform |     |      |     |
| Ward      |     |      |     |
| Enchant   |     |      |     |

### Weapons

Mark if  
Magic Item

| Type | Rng | DR | WT | <input type="checkbox"/> | <input type="checkbox"/> |
|------|-----|----|----|--------------------------|--------------------------|
|      |     |    |    | <input type="checkbox"/> | <input type="checkbox"/> |
|      |     |    |    | <input type="checkbox"/> | <input type="checkbox"/> |
|      |     |    |    | <input type="checkbox"/> | <input type="checkbox"/> |
|      |     |    |    | <input type="checkbox"/> | <input type="checkbox"/> |
|      |     |    |    | <input type="checkbox"/> | <input type="checkbox"/> |
|      |     |    |    | <input type="checkbox"/> | <input type="checkbox"/> |
|      |     |    |    | <input type="checkbox"/> | <input type="checkbox"/> |
|      |     |    |    | <input type="checkbox"/> | <input type="checkbox"/> |
|      |     |    |    | <input type="checkbox"/> | <input type="checkbox"/> |
|      |     |    |    | <input type="checkbox"/> | <input type="checkbox"/> |

### Armor

| Type | PR | WT | <input type="checkbox"/> | <input type="checkbox"/> |
|------|----|----|--------------------------|--------------------------|
|      |    |    | <input type="checkbox"/> | <input type="checkbox"/> |
|      |    |    | <input type="checkbox"/> | <input type="checkbox"/> |
|      |    |    | <input type="checkbox"/> | <input type="checkbox"/> |
|      |    |    | <input type="checkbox"/> | <input type="checkbox"/> |
|      |    |    | <input type="checkbox"/> | <input type="checkbox"/> |
|      |    |    | <input type="checkbox"/> | <input type="checkbox"/> |
|      |    |    | <input type="checkbox"/> | <input type="checkbox"/> |

### Experience Points

Total Earned      Unspent

|                          |
|--------------------------|
| <input type="checkbox"/> |
| <input type="checkbox"/> |
| <input type="checkbox"/> |
| <input type="checkbox"/> |
| <input type="checkbox"/> |
| <input type="checkbox"/> |

### Gear

### Mount

|                           |     |            |
|---------------------------|-----|------------|
| Type                      |     |            |
| Name                      |     |            |
| STR                       | PER | CR         |
| DEX                       | CHA | MR         |
| CON                       | WIL | Hit Points |
| SPD                       | INT |            |
| Special Abilities / Notes |     |            |
| Attacks                   |     |            |
| Armor                     |     |            |

### Money

|                     |                     |
|---------------------|---------------------|
| Gold Lumens         | Quan Emporors       |
| Silver Pieces       | Aamanian Coppers    |
| Copper Pieces       | Imirian Brass Rings |
| Cymrilian Pentacles | Oceanian Radiants   |
| Dracartan Pyramids  | L'haan Adamants     |
| Zandir Crescents    | Antique Coins       |
| Precious Gems       |                     |
| Total In Lumens     |                     |